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CLAIMS

Claim 1 (original) A method for simulating an athletic event, comprising:

entering players for positions in a squad on an offensive, defensive or special team, wherein each player has vital statistics, general attributes, offensive/defensive attributes and specialized attributes which predict athletic performance;

placing each player in a formation;

establishing a play based on the formation in which the moving pattern and activity of each player is defined;

simulating the play by having each player executing the moving pattern and activity as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with each player, wherein the outcome of the play is based upon the moving patterns and activities as modified by the attributes associated with each player.

Claim 2 (original) The method for simulating an athletic event recited in claim 1, wherein the vital statistics comprise the player's height and weight, wherein the general attributes comprise acceleration, agility awareness, elusiveness, jumping, speed, stamina, and strength, wherein the offensive/defensive attributes comprise breaking tackles, catching, pass blocking, run blocking, throwing accuracy, and throwing power, wherein the specialized attributes comprise injury recovery toughness, instinct and experience.

Claims 3-8 (canceled).

Claim 9 (original) A system for simulating an athletic event, comprising:

a player module to enter players for positions in a squad on an offensive, defensive or special team, wherein each player has attributes which predict athletic performance;

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a play module to establish a play based on a formation in which the moving pattern and activity of each player is defined; and

a run designed play module to simulate the play by having each player executing the moving pattern and activity as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with each player, wherein the outcome of the play is based upon the moving patterns and activities as modified by the attributes associated with each player.

Claim 10 (original) The system for simulating an athletic event as recited in claim 9, further comprising:

a squad creation module to create a squad of players based upon the players entered using the player module, wherein each squad of players is associated with some specific game function, further comprising:

a formation module to establish the formation using the squad of players, further comprising:

a playbook module to enter each play in a playbook categorized according to the type of play, further comprising:

a player specific camera viewing module to view the play as either a two-dimensional overhead view, a two-dimensional side view, or a three-dimensional animated player view, further comprising:

an exporting play module to export the play established in the form of a movie.

Claims 11-18 (canceled).

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Claim 19 (original) A computer program embedded in a computer readable medium for simulating an athletic event, comprising:

a player code segment to enter players for positions in a squad on an offensive, defensive or special team, wherein each player has attributes which predict athletic performance;

a play code segment to establish a play based on a formation in which the moving pattern and activity of each player is defined; and

a run designed play code segment to simulate the play by having each player executing the moving pattern and activity as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with each player, wherein the outcome of the play is based upon the moving patterns and activities as modified by the attributes associated with each player.

Claim 20 (original) The computer program for simulating an athletic event as recited in claim 19, further comprising:

a squad creation code segment to create a squad of players based upon the players entered using the player code segment, wherein each squad of players is associated with some specific game function, a formation code segment to establish for formation using the squad of players a playbook code segment to enter each play in a playbook categorized according to the type of play,

a player specific camera viewing code segment to view the play as either a two-dimensional overhead view, a two-dimensional side view, or three-dimensional animated player view, and

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an exporting play code segment to export the play established in the form of a movie.

Claims 21-28 (canceled).

Claim 29 (original) A system for capturing real world plays and importing these real world plays on digital format for viewing in different modes, comprising:

a digital capture module to record and convert video images into digitally formatted images;

a capture module to identify and track individual players in the digitally formatted images; and

a run actual play module to view the digitally formatted images and highlight individual players from one scene to the next.

Claim 30 (original) The system recited in claim 29, wherein the capture module is able to track individual players based on color matching, wherein run actual play module is able to view the digitally formatted images in a two-dimensional overhead view a two-dimensional side view or a three-dimensional animated player view.

Claim 31 (canceled).

Claim 32 (original) A computer program embodied on a computer readable medium for capturing real world plays and importing these real world plays in digital format for viewing in different modes, comprising:

a digital capture code segment to record and convert video images into digitally formatted images;

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a capture code segment to identify and track individual players in the digitally formatted images; and

a run actual play code segment to view the digitally formatted images and highlight individual players from one scene to the next.

Claim 33 (original) The computer program recited in claim 32, wherein the capture code segment is able to track individual players based on a color matching, wherein run actual play code segment is able to view the digitally formatted images in a two-dimensional overhead view, a two-dimensional side view, or a three-dimensional animated player view.

Claim 34 (canceled).

Claim 35 (original) A method for capturing real world plays and importing these real world plays in digital format for viewing in different modes, comprising:

recording and converting video images into digitally formatted images;

identifying and tracking individual players in the digitally formatted images; and

viewing the digitally formatted images and highlight individual players from one scene to the next.

Claim 36 (original) the system recited in claim 35, further comprising:

tracking individual players based on color matching, further comprising viewing the digitally formatted images in a two-dimensional overhead view, a two-dimensional side view, or a three-dimensional animated player view.

Claim 37 (canceled).

Claim 38 (original) A method of simulating at least a portion of an athletic game or sport and for at least one player on a team participating in that game or sport, thereby facilitating

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the training of said one player under simulated game conditions and in the classroom rather than on the playing field or arena, and thereby substantially compressing the training time while avoiding a potential injury to said one player on the practice field or arena;

comprising the steps of, first, presenting at least one of the team's defensive or offensive formations and intended subsequent play; and

second, presenting the team's opponent's likely action or reaction in response thereto, respectively;

such that the first and second presentations are viewed from the position of said one player's own eyes had said one player been on the playing field or arena rather than from the perspective of a spectator.

Claim 39 (original) the method of claim 38, further including the steps of:

presenting all of the team's defensive or offensive formation and plays and the team opponent's likely actions or reactions in response thereto, and customizing the presentations for each of the team's respective players on those formations and plays, further including the step of factoring in the capabilities for each of the team's respective players, thereby analyzing each of the team's formations and plays and determining which players on the team should be assigned to the respective formations and plays, and thereby tailoring the team to the opponent and sending to maximize the likelihood of the team beating the opponent.

Claim 40 (canceled).

Claim 41 (original) A method for simulating an athletic event, comprising:

entering players for positions in a squad on an offensive, defensive or special team, wherein each player has attributes which predict athletic performance;

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placing each player in a formation;

establishing a play based on the formation in which the moving pattern and activity of at least one player is defined;

simulating the play by having the at least one player executing the moving pattern and activity as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated the at least one player, wherein the outcome of the play is based upon the moving patterns and activities as modified by the attributes associated with the at least one player.

Claim 47 (original) the method for simulating an athletic event recited in claim 51, wherein the vital statistics comprise the player's height and weight, wherein the general attributes comprise acceleration, agility awareness, elusiveness, jumping, speed, stamina, and strength, wherein the offensive/defensive attributes comprise breaking tackles, catching, pass blocking, run blocking, throwing accuracy, and throwing power, wherein the specialized attributes comprise injury recovery, toughness, instinct and experience.

Claims 43-45 (canceled).

Claim 46 (original) A system for simulating an athletic event, comprising:

a player module to enter players for positions in a squad on an offensive, defensive or special team, wherein at least one player has vital statistics, general attributes, offensive/defensive attributes and specialized attributes which predict athletic performance;

a player module to establish a play based on a formation in which the moving pattern and activity of the at least one player is defined; and

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a run designed play module to simulate the play by having the at least one player executing the moving pattern and activity as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with the at least one player, wherein the outcome of the play is based upon the moving patterns and activities as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with the at least one player.

Claim 47 (original) A computer program embodied on a computer readable medium for simulating an athletic event, comprising:

a player code segment to enter players for positions in a squad on an offensive, defensive or special team, wherein at least one player has vital statistics, general attributes, offensive/defensive attributes and specialized attributes which predict athletic performance;

a play code segment to establish a play based on a formation in which the moving pattern and activity of the at least one player is defined; and

a run designed play code segment to simulate the play by having the at least one player executing the moving pattern and activity as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with the at least one player, wherein the outcome of the play is based upon the moving patterns and activities as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with the at least one player.

Claim 48 (original) the method of claim 1, wherein the attributes associated with each player comprise at least one of the players' vital statistics, general attributes, offensive/defensive attributes and specialized attributes.

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Claims 49-51 (canceled).

Claim 52 (new) An athletic simulation system having at least one graphical user interface, at least one display, at least one electronic processing unit and at least one selection device, comprising:

an electronic data storage component operative to enter players for positions in a squad on an offensive, defensive or special team, wherein each player has vital statistics, general attributes, offensive/defensive attributes and specialized attributes which predict athletic performance;

placing each player in a formation;

establishing a play based on the formation in which the moving pattern and activity of each player is defined;

simulating the play by having each player executing the moving pattern and activity as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with each player, wherein the outcome of the play is based upon the moving patterns and activities as modified by the attributes associated with each player.

Claim 53 (new) An athletic game or sport simulation system having at least one graphical user interface, at least one display, at least one electronic processing unit and at least one selection device and for at least one player on a team participating in said athletic game or sport.

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